

CLAIM AMENDMENTS

Claim Amendment Summary

Claims pending

- Before this Amendment: Claims 1-11 and 13-41.
- After this Amendment: Claims 1-7, 9-11 and 13-23, 25-41.

Non-Elected, Canceled, or Withdrawn claims: 8 and 24.

Amended claims: 1, 4, 9-11, 17, 20, 23, 30-33, 38, 39.

New claims: none.

Claims:

1. (Currently Amended) A method comprising:

monitoring players in a game, wherein the game is monitored only on a game server;

based on said monitoring, identifying one or more player-exploitable game conditions, wherein ~~[[at least some of]]~~ the player-exploitable game conditions are ~~[[produced by the game itself and are]]~~ identified, at least in part, by observing a player's play of the game; ~~[[and]]~~

setting a threshold against which the play of a number of players is compared, wherein the threshold can be modified in real time; and

identifying, among the number of players, one or more cheating players whose play exceeds the threshold, whereby the cheating players and player-exploitable game conditions are dealt with to prevent from further occurrence.

2. (Original) The method of claim 1, wherein the monitoring is based on the rate at which the player is acquiring virtual property.
3. (Original) The method of claim 1, wherein the monitoring is automatic.
4. (Currently amended) The method of claim 1, wherein the monitoring checks for ~~[[cheaters]]~~ the cheating player.
5. (Original) The method of claim 1, further comprising logging players who are suspected of cheating.
6. (Original) The method of claim 1, wherein the player-exploitable game condition allows one player to exploit the player-exploitable game condition for an advantage against other players.
7. (Original) The method of claim 1, wherein a cheater detection portion performs the monitoring.
8. (Cancelled).

- 9.** (Currently amended) The method of claim 1, further comprising sending a notice to [[a cheater that is]] the cheating player who is exploiting the player-exploitable game condition.
- 10.** (Currently amended) The method of claim 1, further comprising terminating [[a cheater's]] the cheating player's privileges for a prescribed duration.
- 11.** (Currently amended) The method of claim 1, further comprising sending a notice to players other than [[a cheater]] the cheating player describing the activities of the [[cheater]] cheating player.
- 12.** (Cancelled)
- 13.** (Previously Amended) The method of claim 1, wherein the play of players whose play exceeds the threshold is logged.
- 14.** (Original) The method of claim 1, wherein the player-exploitable game condition includes positioning the player at some location other than a ground plane within a virtual scene.
- 15.** (Original) The method of claim 1, wherein the player-exploitable game condition includes rollover of a player's score.

16. (Original) The method of claim 1, wherein the player-exploitable game condition includes rollover of a player's expense.

17. (Currently Amended) An apparatus implemented at least in part by a computing device comprising:

a processor;

one or more computer readable media; and

a computer program encoding a game including a cheater detection portion that identifies one or more player-exploitable game conditions and detects players who are exploiting at least one of said player-exploitable game conditions, wherein ~~[[at least some of the player-exploitable game conditions are produced by the game itself and are identified, at least in part, by observing a player's play of the game; and wherein]]~~ the cheater detection portion further sets a threshold against which the play of a number of players is compared, wherein the threshold can be modified in real time.

18. (Original) The apparatus of claim 17, wherein the cheater detection portion includes a game monitor process.

19. (Original) The apparatus of claim 17, wherein the cheater detection portion includes an asynchronous activity pump.

20. (Currently amended) The apparatus of claim 17, wherein the cheater detection portion includes ~~[[a]]~~ criteria based logging portion for logging a player's activity.

21. (Original) The apparatus of claim 17, wherein the cheater detection portion is included as a portion of a network.

22. (Original) The apparatus of claim 17, wherein the cheater detection portion is included as a portion of a stand-alone computer system.

23. (Currently Amended) A method comprising:

setting a threshold for a game, wherein the threshold can be modified in real time;

monitoring play of a plurality of players for the game, wherein the play is monitored only on a game server;

determining whether the threshold is exceeded for any of the players of the game;

[[and]]

logging the play of the player whose play exceeds the threshold to a computer storage media; and

identifying one or more cheating players based at least in part on the logged play stored on the computer storage media.

24. (Cancelled).

25. (Original) The method of claim 23, further changing the threshold when the game is being played.

26. (Original) The method of claim 23, wherein the threshold can be reset.

27. (Original) The method of claim 23, wherein the determining whether the threshold is exceeded is based on the rate at which a particular player is acquiring virtual property.

28. (Previously Presented) The method of claim 23, wherein the determining whether the threshold is exceeded is based on a rollover rate.

29. (Original) The method of claim 23, wherein the determining whether the threshold is exceeded is based on dupping.

30. (Currently Amended) The method of claim 23, further comprising punishing [[cheaters]] the cheating players, wherein [[cheaters]] the cheating players are one or more players [[who exceed]] whose play exceeds the threshold for the game.

31. (Currently Amended) The method of claim 23, further comprising modifying the game based on [[cheaters]] the cheating players, wherein [[cheaters]] the cheating players are one or more players who exceed the threshold for the game.

32. (Currently Amended) A computer readable medium having computer executable instructions that, when executed by a processor, causes the processor to:

set a threshold for a game, wherein the threshold can be modified in real time;

monitor play of a plurality of players for the game, wherein the play is monitored only on a game server; and

determine whether the threshold is exceeded for any of the players of the game.

33. (Currently amended) The computer readable medium having computer executable instructions of claim 32, further comprising determining whether the player is cheating based on [[the]] logging the play of the player whose play exceeds the threshold.

34. (Original) The computer readable medium having computer executable instructions of claim 32, wherein the threshold can be reset.

35. (Original) The computer readable medium having computer executable instructions of claim 32, wherein the determining whether the threshold is exceeded is based on the rate at which a particular player is acquiring virtual property.

36. (Previously Presented) The computer readable medium having computer executable instructions of claim 32, wherein the determining whether the threshold is exceeded is based on a rollover rate.

37. (Original) The computer readable medium having computer executable instructions of claim 32, wherein the determining whether the threshold is exceeded is based on dupping.

38. (Currently Amended) The computer readable medium having computer executable instructions of claim 32, further comprising punishing [[cheaters]] cheating players, wherein [[cheaters]] cheating players are one or more players who exceed the threshold for the game.

39. (Currently Amended) The computer readable medium having computer executable instructions of claim 32, further comprising modifying the game based on [[cheaters]] cheating players, wherein [[cheaters]] cheating players are one or more players who exceed the threshold for the game.

40. (Previously Presented) The method of claim 1, further comprising:

 sending an indication to a player monitor if an item is accrued so that a determination can be made as to whether a player-exploitable game condition is being exploited.

41. (Previously Presented) A computer readable medium having computer executable instructions that, when executed by a processor, causes the processor to implement the method of claim 40.